

LOADING INSTRUCTIONS

SPECTRUM 48K +
1. Connect the EAR output of the SPECTRUM to the EAR output of the cassette.
2 Rewind the tape the beginning.
3. Adjust the volume to 3/4 of the maximum.
4. Type LOAD and press ENTER.
5. Press PLAY on the cassette.
6. The program will load automatically.
7. If is fails to do so, repeat the operation at a different volume.

SPECTRUM +2, +3
1. Select option 48 BASIC with the cursor and press ENTER.
2. Then Follow the SPECTRUM 48K instructions (remember that the volume has already been adjusted in the +2).

SPECTRUM DISK
1. Connect the SPECTRUM +3.
2. Insert the disk.
3. Select the loader option.
4. Press ENTER.
5. The program will load automatically.

COMMODORE 64
1. Make sure the cassette cable is connected, to the COMMODORE 128
1. Select MODE 64 typing GO 64 pressing RETURN.
2. Then follow the COMMODORE 64 instructions.

COMMODORE.
2. Rewind the tape to the beginning.
3. Press the SHIFT and RUN/STOP keys simultaneously and PLAY on the cassette.
4. The program will load automatically.

AMSTRAD CPC 464
1. Rewind the tape to the beginning.
2. Press the CTRL and ENTER keys simultaneously and PLAY on the cassette.
3. The program will load automatically.

AMSTRAD CPC DISK.
1. Switch on the diskette drive.
2. Switch on the Amstrad.
3. Insert the diskette in the drive.
4. Type I CPM and press RETURN (The I is typed by pressing SHIFT and @ simultaneously).
5. The program will load automatically.

AMSTRAD CPC 664-6128
1. Type I TAPE and press RETURN (the I is typed by pressing SHIFT and @ simultaneously).
2. Then follow the CPC 464 instructions.

MSX - MSX 2
1. Connect the cassette cable as indicated in the manual.
2. Rewind the tape to the beginning.
3. Type LOAD "CAS:", R and press ENTER.
4. Press PLAY on the cassette.
5. The program will load automatically.

MSX DISK
1. Connect the MSX.
2. Insert the disk.
3. Press the RESET button.
4. Keep the CRTL key pressed until the menu appears.
5. The program will load automatically.

PC
1. Insert the disk of the operative system in unit A.
2. With the cursor at A> take out the system disk and put in the game disk.
3. Type DINAMIC and press ENTER. The program will load automatically.

C64 CARTRIDGE
1. Make sure the computer or console is switched off and connect the cartridge.
2. Switch on the computer or console.

BASKET MASTER

INTRODUCTION:

When you go out on the court you will be nervous, worried, wanting to play a good game and afraid of failing three point throws.
All your muscles are tense, adrenalin flows through your veins and your brain is occupied trying to work out your opponent's weaknesses.
Basketball is the sport that contributes the most towards the physical development of the body, according to a computer specialising in sports from the Massachussets Institute of Technology.
Basket Master is proof of the fact that basketball also contributes to the development of the mind.

OPTIONS:

1- ONE PLAYER: you play against the computer.
2- TWO PLAYERS: you can compete against your friends and see how good you are at basketball.
3- LEVEL: you can choose between three different playing levels: ROOKIE, AMATEUR and NBA; this last level is very complicated.
4- CHANGE NAMES: enter your name in the left court and if you're playing against another person enter your name in the court you're going to defend.
5- CONTROL OPTIONS: if you're going to play against the computer only select the options for player 1.
If there are two players you will have to select different controls for each of them.
When redefining keys there may be some combinations that are incompatible. The predefined keys option avoids this problem.

TECLAS DE CONTROL

AMSTRAD

	Left Court	Right Court
UP	1	F7
DOWN	Q	F4
LEFT	D	F2
RIGHT	F	F3
CONTROL KEY	Z	F0
RESTART: SHIFT X CTRL X ESC		
ABORT: 6		
END REPEAT PLAY: SPACE.		

SPECTRUM

	Left Court	Right Court
UP	1	0
DOWN	Q	O
LEFT	S	H
RIGHT	D	J
FUNCTION KEY	Z	M
RESTART: SYMBOL X ENTER X 0		
ABORT: 6		
END REPEAT PLAY: SPACE.		

MSX

	Left Court	Right Court
UP	1	▲
DOWN	Q	▼
LEFT	D	◀
RIGHT	E	▶
FUNCTION KEY	Z	ENTER/RETURN.
RESTART: SHIFT X CTRL X ESC		
ABORT: 6		
END REPEAT PLAY: SPACE.		

STRUCTURE OF SCOREBOARD:

The scoreboard consists of the following indicators:
- Energy base: it shows the physical condition of the player.
- Foul counter.
- "Ball nearby" indicator: when a ball appears it means you are in an optimum position to get it.
- "Scoreboard": it keeps track of the points scored by both sides.
- Message area: it shows the name of the player and what type of foul he has committed.
- Chronometer: it measures the 5 minutes of each period.

CONTROL OF PLAYERS:

1- ADVANCE AND DIRECTION: The control keys make the player advance in the desired direction.
If the player does not have the ball the position of his body will be the same direction he's going in.
If the player has the ball the position of his body will not change, but he will move in the chosen direction, and this will allow him to guard the ball from the opponent.
If while advancing with the ball you want to change the position of your body you must push the key for the chosen direction and then, without releasing this key, press the Function key.
2- THROWING TO BASKET: when you have possession of the ball you can throw it and try to make a basket as follows: by pressing the Function key only, the player will jump; from this second position the player will throw the ball according to his body position (sky hook, turning around, forward, etc.)
3- SLAM DUNKS: to perform a slam dunk you have to be right under the basket. By pressing the Function key the player will rise and slam the ball down trough the basket.
While the player is rising you can control any of the 8 types of slam-dunks possible by using the control keys.
4- STEALING THE BALL: to take the ball away from your opponent, get close to him, watch his movements and the moment he's not guarding the ball snatch it from him using the Function key.
5- REBOUND: to capture a rebound you have to keep an eye on the shadow of the ball to detect its direction. Jump up and grab it using the Function key.

PLAYING STRATEGIES:

1- GUARDING THE BALL: all good players must guard the ball when they are attacking, especiallly right after stealing it, to avoid losing possession.
2- DRIBBLING: by controlling the body position of your player you can dribble the ball past your opponent and get a good scoring position.
3- DEFENDING YOUR BASKET: the computer is pretty good at performing slam-dunks; if it gets away from you, run to defend your basket and you will force it to throw from a distance.
4- INTERCEPTIONS: keep an eye on your opponent's throws from a distance, get close and you will almost surely get the ball and avoid a basket.
5- THROWING DISTANCE: the closer you are the more effective you will be. Try throwing from beyond the 6.25 m line.
6- FATIGUE AND ENERGY: take advantage when you're feeling strong and try to recover when you're tired.
Try to tire out your opponent. The effectiveness of your throws has a direct relation to how tired you are, and remember, you can't slam the ball when you are too tired.
Watch the energy level on the scoreboard.

INFRACTIONS: The program will penalise any of the following infractions: doubles, back court, out of bounds and personal fouls. Avoid them.

PERSONAL FOULS: these can be committed attacking and defending. When attacking you must avoid running into the opponent when he's defending his basket, especially if you're slam-dunking the ball.
When defending you must avoid stealing the ball when the opponent is guarding it, and never approach from behind.

REPEAT PLAYS: whenever a slam-dunk is performed the play will be repeated in slow motion and close up.

HALF-TIME/STATISTICS AND END OF GAME: the game consists of two 5 minute periods with a break in between. During half-time and at the end of the game you can see statistics of the percentages and results of each player.
The game will also end if one of the players is sent off for committing too many personal fouls. This means he can´t win the game even if he was ahead.

DESIGN TEAM:

	SPE, AMS, MSX	
Program:	Paco Martín.	Gonzo.
Graphics:	J. Martín.	Gonzo.
Music:	Manuel Cubedo.	Gonzo.
PC conversion by	Paco Martín	
Cover Illustration:	Ocean Software	
Produced by	Víctor Ruiz.	

MICHEL

FIRST LOAD: SUPER-SKILLS

1 DRIBBLING:

Dribbling willl make you improve your speed and your dodging capacity while controlling the ball.
On screen will appear two rows of 9 cones that you must dodge left and right.
The route will be indicated by arrows. You have to avoid knocking over the cones as well as going off the screen or kicking the ball out because this would make you miss a cone.
You have a limited amount of time to control the ball. You have to kick it at certain intervals of time.

On scoreboard 1 a ball will appear indicating your kicking time limit. If you don't kick it you will lose a cone.
Scoreboard 2 indicates your situation by means of colours:
red point: cone knocked over.
green point: cone surpassed.
blue point: cone yet to be passed.

2 CONTROL OF THE BALL.

In this test of ability you must hit the ball between 25 and 35 times, without letting it touch the ground, using your head, knees, shoulders and feet.
The control keys are the following:
ACTION-UP: head and shoulders.
ACTION: knee.
ACTION-DOWN: feet.
The computer decides whether to hit the ball with your right side or your left side so this shouldn't worry you.
On scoreboard 1 arrows will appear on the right or left that indicate which way the ball will go (e.g: if you've just hit it with your left knee and an arrow pointing to the left appears the next touch will be with your foot. If the arrow appears pointing right the next touch will be with your shoulder. If nothing appears on scoreboard 1 then you should hit it again with your knee.)

3 LONG PASS

This skill will improve your playing vision and your ability when it comes time to pass a ball to a teammate in a good striking position.



The first thing that will appear on screen is the direction your teammate will follow and where you should send the ball for him to shoot.
The second thing that appears on scoreboard 1 is the number of attempts you have left to try to qualify.
After that, and also on scoreboard 1, the icon indicating the time left to pass the ball will appear. You can pass whenever you want to so long as you do it within the time limit.

When the time runs out you must shoot, and scoreboard 1 will show the inclination in degrees of your pass, which you can control using the left-right keys.
Once the direction of the ball is determined you have to make sure you kick it with the proper force. For this purpose on scoreboard 2 an icon will appear, and it will go up and down indicating how hard you're going to hit it while you have the action key pressed. The moment you let go of the action key the ball will be kicked according to the force indicated by the icon, the minimum being 0 and the maximum 31.
If you get the angle and force right and send the ball to the exact point where your teammate is expecting it when you begin the skill, he will score a spectacular goal that you will see close up.
If you mess up the pass the ball will start flashing on and off.

4 SHOOTING FOR GOAL.

In this skill you have to try to score a goal when a teammate passes you the ball.
First or all you will see the direction your teammate will follow and the exact point where he's going to pass the ball so that you can strike.
After that on scoreboard 1 will appear how many attempts you have left to try to qualify.
As soon as your teammate starts moving run towards the point indicated. When you think you are well positioned wait till a ball appears on scoreboard 1 and then strike. If you are well positioned you will score a spectacular goal, if not your image will blink on and off to indicate that you have failed.

5 PENALTY KICK

With this skill you can practice penalty kicks, which will come in handy because you'll be in charge of this during the tournament if your team has the chance.
Before you you will see the ball and in the back the goal with goalkeeper in the middle. By pressing left or right you will see that the goal moves slightly.
The best time to shoot is when the goalkeeper gets nervous and starts moving up and down. At that moment an arrow will appear on the scoreboard indicating which way he's going to throw himself. Therefore if you shoot towards the other side you will score.
Another way to score is kicking the ball to one of the upper angles of the goal. Although this is hard to do, it will be even harder for the goalkeeper to stop the ball.
Scoreboard 2 indicates how high the ball will go by means of a horizontal line moving up and down. It can go at ground level or above the goal.

SECOND LOAD: THE CHAMPIONSHIP BEGINS

THE GAME:

The game structure is based on the European Cup of National Squads. The last European Cup, played in Germany in June 1988, is the base of this game.
Group 1 was made up by Spain, Denmark, Italy and Germany, while group 2 was formed by Ireland, England, the U.S.S.R., and Holland.
We have left this as it was but we also offer you the chance of playing with the squad of your choice and surely you'll find all of its stars
The first round will consit of two leagues between the four teams of each group. The final classification will be determined according to the results and, if necessary, the goal average of the different teams.
After this, the first team of group 1 will play a semifinal against the second team of group 2, and the first team of this group will play against the second team of group 1 in the other semifinal.
Obviously the winner of these two semifinals will meet in the final to see who is the European Champion.
If any of these games (after the first round) ends in a tie there will be an overtime period that will last until one of the teams scores a goal.

FX DOUBLE SPEED.

FX DOUBLE SPEED allows you to choose between two speeds of play during the match: you just have to press the key previously selected to choose between speed 1 or speed 2. In speed 1 mode the gameplay is slower so that you can play more precisely. In this way true football addicts can enjoy precise passes and elaborate plays.
Speed 2 mode takes the game back to its usual fast rhythm.

PLAYER CONTROL.

ADVANCE AND DIRECTION: With the control keys you can direct the player signalled by the POSSESSION ARROWS.
When the other team has the ball or noone has it, by pressing the action key you will gain control over the player nearest to the ball.
SHOOTING FOR GOAL: When you have the ball you can try to score a goal as follows:
Press the action key and watch the force indicator. To kick the ball all you have to do is release the key.
THE GOALKEEPER: The goalkeeper plays on his own. Your only mission is to decide how far he kicks the ball when he has it, and when there is a penalty kick against your team you have to decide which way he's going to try to stop the ball, but only after the ball has been kicked.
TACKLES: To take the ball from an opponent press the action key, align yourself in the right direction, calculate the force and release the key. Your player will go for his feet taking the ball away from him.
Tackles are also very helpful when the ball is loose and you want to get it before your opponent. Get down on the ground and you'll get the ball.

SCOREBOARD STRUCTURE.
The scoreboard is made up of 5 main parts:
1- Chronometer.
2- Score indicator, which represents each country by its flag and how many goals they have scored. Above each flag there is an arrow coloured according to the colour of the jersey.
3 and 4- Force indicators. These indicate how hard you kick the ball or tackle the opponent. 3 always corresponds to the team playing in the upper field and 4 to the team playing in the lower one, and they always coincide with the colour of the jersey.
5- Message area. It shows the name of the player in possession of the ball, what fouls are made, the end of each period, etc.

GAME STRATEGIES:
DODGING: The ball literally sticks to your foot; this allows you to change directions continuously.
PASSES: In MICHEL FOOTBALL MASTER Dinamic uses the "POINT PASS" system. The exact point where the ball is going to land is marked, so when you pass the ball all you have to do is direct your nearest player to receive it.
The players that do not appear on screen, both from your team and the opposite team, are indicated on the edge of the screen by POSITION MARKS. These marks do not indicate the distance. They do indicate the lines where they are so that you can make long passes or fast counterattack plays.
The last thing you must consider to make a good pass is how hard you must kick the ball. Watch the force indicator and release the action key at the right moment.
SHOOTING FOR GOAL: When a player of your team receives the ball and you have the action key pressed the ball will be kicked by your player in the direction he is facing.
This play is useful not only for scoring goals but to keep the ball away from your own goal as well.

INFRACTIONS OF THE RULES:

FOULS: When you tackle an opponent from the front or behind violently you commit a foul. If you do it within your own area the other team gets to kick a penalty.
OUT: When the ball goes out of one of the side lines it will be thrown back in from the exact point where it went out. If it goes past the end line the defending team puts it in motion from its own small area.
CORNER: When a player kicks the ball out past his own end line the opposite team gets to kick from the corner.
There is a limited time to put the ball in motion again. After about 10 seconds the player will kick it no matter what position he´s in.

PLAYING OPTIONS:

0- CHAMPIONSHIP:
With this option the European Championship begins. Up to eight people can play. Press SPACE to indicate how many players there will be and then RETURN.

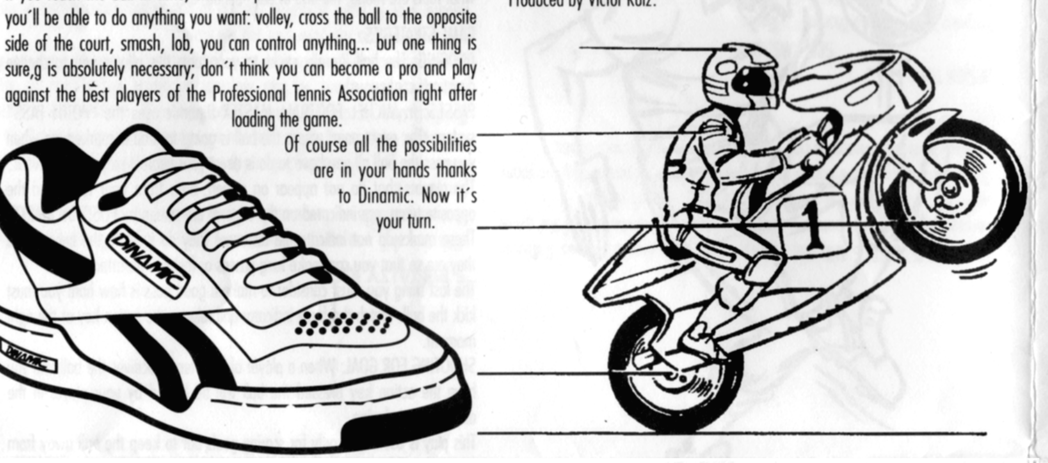
After that introduce the name of each player, the squad he is playing with and the controls he will use.
The championship begins once all the players have introduced their data.
Before each match the computer indicates which teams are playing, who directs them and which controls are to be used.
If these coincide change them pressing A or B. The computer can substitute a player who abandons the match.
The last thing before the match starts is deciding how long it is going to last; this can be between 2 and 90 minutes.
Choose the duration using SPACE and RETURN.

DINAMIC TENIS PROFESIONAL

When you sit down to program a professional tennis game the main feature you have to take care of is allowing the player to control all the possibilities that he would find on a real tennis court.

If you reach the ball in time, with this professional simulator from Dinamic you'll be able to do anything you want: volley, cross the ball to the opposite side of the court, smash, lob, you can control anything... but one thing is sure,g is absolutely necessary; don't think you can become a pro and play against the best players of the Professional Tennis Association right after loading the game.

Of course all the possibilities are in your hands thanks to Dinamic. Now it's your turn.



OPTIONS MENU

0- TOURNAMENT:
0 PTA CLASSIFICATION (The first 12 positions, including the names of the four possible rivals in Dinamic's Tennis).
1 BEGIN SEASON: In this option you introduce the number of the player (1 to 4) and each one's name. Once this is done, by pressing option 2 (CONTINUE TOURNAMENT) you will begin the season. This option is only useful when you are in the midle of the season and you want to start out again.
2 CONTINUE TOURNAMET: you can "walk out" in the middle of a tournament (or even train a bit). This option also lets you start again.
3 TOURNAMENT STANDINGS: This shows you the different matches from the quarter finals onwards and what each player has done until the finals.

1- CONTROLS:
You have the choice of redefining the keys on keyboards A and B.
Press 1 to redefine keyboard A and 2 for keyboard B.
To play with a JOYSTICK you have to choose this option right before a match by pressing the SPACE bar and pressing ENTER.

2- EQUIPMENT (GEAR):
First you have to choose your tennis shoes:
- COMP. CT: Mixed sole, E.V.A. cushioning, 30% Purolite.
- SLAM. COM: Monza F.I. sole. Torsion system A. 20% Purolite.
- ROLAND G.P.: Softell System sliding sole 20% Purolite.

Then you have to select your racquet:
- GPR. 203: Aluminium 7046-GP. 50% Tamiz. Tension: 22-24Kg.
- SOLI CC: 20% Ceramic Carbon, 80% Graphite. Tension: 22-26 Kg.
- KEVLAR 93: 80% Graphite, 20% Kevlar. Tension: 22-28 kg.

Make your own combinations of gear and see which suit you best on the different surfaces: clay, grass and synthetic.

3- TRAINING:
You can practice your normal game, your serve or just volley (with a machine that throws you balls and makes you run from one side of the court to the other.)

4- FEATURES:
- Surface type (only for training). Choose between clay, grass or synthetic.
- Change of court.
- Number of sets: 1 (only for training), 3 or 5.

1- UNOFFICIAL 1 PLAYER.
With this option you can train for the championship and see how the computer plays in its seven levels of ability.
First choose the country you want to play for and the controls you are going to use. Then choose the country that the computer will represent.
The next step is to choose the computer's ability level (1-7) and after that the duration of the match.

2- UNOFFICIAL 2 PLAYERS:
Choose the two countries you are going to play for and the controls you will use, making sure they do not coincide.
Last of all, determine the duration pressing SPACE and RETURN.

3- REDEFINE:
This option allows you to define the keys of keyboard 1 and keyboard 2. With option 0 you can also define the PAUSE and CHANGE OF SPEED keys.

4- DEMO:
This option lets us watch a match between SPAIN and ITALY so that we can become familiar with types of plays that can be made in MICHEL FOOTBOL MASTER. By pressing SPACE we return to the main menu. During the demo you can use the CHANGE OF SPEED and PAUSE options (with camera movement) by pressing the previously defined keys.

CONTROLS: On each computer you can redefine two keyboards and use different types of joysticks. Some combinations of keys might be incompatible or may make it difficult to control the game.
When two players use the same keyboard you will have to redefine the keys again.
By pressing ENTER + RETURN +0 simultaneously you can abort the championship.

DESIGN TEAM
Football program on Spectrum, Amstrad, Msx and Pc : Pedro Sudón.
Skills program on Spectrum, Amstrad and Msx: Javier Fáfula.
Skills program on Pc:: José Juan Quesada.
Graphics on Spectrum, Amstrad, Msx and Pc:
Snatcho, Javier Cubedo, Georgina Daviu, Rubén Rubio and Deborah.
Technical Assessment: Gabriel Ruiz.
Produced by: Victor Ruiz.
WE WISH TO THANK MICHEL AND THE NEWSPAPER AS FOR THEIR INVALUABLE COLABORATION.

5- MUSIC ON/OFF:
TOURNAMENTS.
DINAMIC PROFESSIONAL TENNIS consists of seven tournaments, including the four that make up the GRAND SLAM: Wimbledon, Roland Garros, U.S. Open and Australian Open. The others are three of the most famous tournaments: Antwerp, Dallas and International of Paris.

PROFESSIONAL TENNIS ASSOCIATION.
You will play against the top 11 players in the world. The characteristics of each player have been considered: for example, André Agassi goes up to the net much more often than Ivan Lendl, whose style of playing is much more restrained.
It will also be harder for you to beat no. 1 than no. 11, making this simulation more realistic yet.
Depending on your classification in the different tournaments you will be awarded points that will help you improve your position in the official PTA classification. Will you try and make it to number 1?

RANGE OF SHOTS.

In DINAMIC PROFESSIONAL TENNIS you won't be missing any of the shots that you can see on T.V.: drive, backhand, volley, smash, lob... you can also control the force of each shot and define your own style: aggressive, defensive, technical...
- FOREHAND OR DRIVE: stand to the left of the ball and hit it. You can direct it to the left or right by pressing the Action and direction keys simultaneously.
- BACKHAND: stand to the right of the ball to use your backhand. Use the direction keys as above.
- VOLLEY: get ahead and hit the ball before it reaches the ground. You will surprise your opponent with your quick return, but careful, don't be too confident because even Lendl has a hard time volleying. Avoid the net and don't hit the ball too hard either.
- SMASH: you have to be up at the net for this one. Don't take your eye off the ball and hit hard! Be sure that if you connect, the point is yours.
- LOB: You can only do this when your oponent is up at the net. Press the Action key, the Down key and the direction you want it to go. Once this is done your opponent will probably watch the ball oner his head, but you never know: you're not the only one that can smash the ball.
To hit the ball hard don't forget to press Up and Fire at the same time. If you want to play it safe press Down and the Action key.

SPECIAL TECHNIQUES.

Two techniques used in Dinamic's tennis improve the playability and make it really professional.

1- CONSTANT CALCULUS OF THE DISTANCE BETWEEN PLAYER AND NET:
When the opponent returns the ball the possible force and types of shot are determined to avoid inadequate plays. For example, you shouldn't try a lob if you are right up at the net or a smash if you're at the back of your court.
2- POSITION OF PLAYER WHEN HITTING THE BALL.
You can control the direction of the ball by getting closer or farther from the ball and pressing the Action key.
3- KEYBOARD READING WHEN THE RACQUET HITS THE BALL
At the moment the racquet hits the ball the keyboard allows the player to choose the direction, speed and elevation of the ball being returned, depending on the keys pressed. In this way you can decide in a second how you want to return the ball.

This system is also used when serving because you can decide which point of the court you want the ball to go to by directing a cursor when the ball is in the air.
You cannot learn these techniques immediately. Any player who wants to improve his game must train until he controls these aspects. As for any champ, training is the base of success.

DESIGN TEAM
Program (Spe, Ams, Msx): Francisco Pérez Aguilera.
PC Version: Gonzo.
Graphics: Ricardo Pérez Aguilera.
Music: Armando Garcia.
Cover illustration: Angel Luis González.
Produced by Victor Ruiz.

ASPAR GP MASTER

INSTRUCTIONS

1.- GRAND PRIX MASTER

With GRAND PRIX MASTER you can emulate the achievements of one of the greatest motorcycle pilots in the world
This video-game is not only a faithful reproduction of the 1988 80 c.c. World Championship (racetracks, pilots,official classification heats...)- it allows you to imitate the exact piloting style of Jorge Martinez "Aspar" as well.

2.- WORLD CHAMPIONSHIP- 80 c.c.

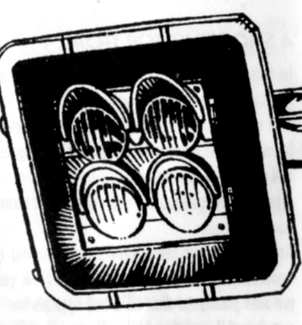
It is made up of the seven Grand Prix which award points for the World Championship. The best pilots and teams compete to be proclaimed Champion. Regularity in every single race is very important. The highest number of points must be obtained, although sometimes it is best not to risk too much.

3.- HOW TO OBTAIN POINTS IN THE GRAND PRIX

You compete in seven Grand Prix and there are eight pilots who qualify for each race.
Points are awarded after each race as follows:

1st 20 points
2nd 17 points
3rd 15 points
4th 13 points
5th 11 points
6th 10 points
7th 9 points
8th 8 points

The points obtained in each race will add up and determine at any time your position in the World Championship.



4.- INSCRIPTION CODES FOR NEW RACES

At the end of each race you will be assigned an inscription code for the next race which will allow you to disconnect your computer and continue competing wherever you left off (with your classification, points, accidents, etc.) without having to start from the beginning again. You can write down this code after each race and introduce it when selecting CONTINUE COMPETING on the principal menu.
The AMIGA, ATARI ST and PC (EGA) versions allow you to save the disk with the name of the racetrack that you are on at any time, so that you can continue competing from where you left off. These two versions do not have inscription codes.

5.- PRINCIPAL MENU

- BEGIN CHAMPIONSHIP: this option initiates the World Championship.
- CONTINUE COMPETING: This allows you to continue the Championship at the point where you switched off the computer- after reloading the program.
- KEYS: possibility of redefining keys, except in the Atari ST version, where the keys are:
UP= CONTROL
DOWN= SHIFT (left hand side of keyboard)
RIGHT= SHIFT (right hand side of keyboard)
LEFT= KEY IMMEDIATELY LEFT OF RIGHT HAND SHIFT BRAKES,
CLUTCH= SPACE.
- JOYSTICK: once this option is chosen, if you wish to play on the keyboard you must go back to the principal menu.

6.- SECONDARY MENU

- PRACTICE: you can go around the racetrack as many times as you want, regardless of accidents or speed.
- QUALIFICATION HEATS: these take place before the race and determine the position in which the pilots will begin the race. Your time should be fast enough so that you can be one of the eight pilots qualifying for the race, with the possibility of choosing the "pole position" - if yours is the best time - either on the right hand side or the left hand side of the front row. On the upper part of the scoreboard you can see the times performed by the other pilots, as well as the time it has taken you to complete each lap. It also indicates if you are one of the top eight pilots, and your position at the start of the race. Of course you must try to complete a lap in the lowest amount of time, and within a maximum of 15 minutes. You can discontinue these qualification heats at any moment using the key redefined for this purpose. Your position at the start will correspond to that which you had gained at that moment. If you abandon before qualifying you will have the option of watching how the other eight pilots perform.
- CLASSIFICATION: by pressing this option you can see the provisional classification of the World Championship.
- SEE CIRCUIT: Before each race you can see the racetrack at a smaller scale with its main features: length, fastest lap, pilot who did it, average speed.
Pressing a key you will appear at the start of the track without any other motorcycles, and you can move around using the keys chosen for that purpose. This lets you examine the racetrack before competing.
-DEMO: this is a race that does not count for the World Championship. Try it, you'll like it.
-PRINCIPAL MENU: this takes you back to the principal menu.

7.- ACCIDENTS

If you suffer a fall you can get up and continue racing, losing a few seconds. If your motorcycle goes up in flames during the qualification heats you cannot participate in that race, and if this happens to you during the race it's all over and you don't get any points in that race. In either case you will lose one of the 5 motorcycles with which you can compete throughtout the Championship.

8.- PILOTING TIPS

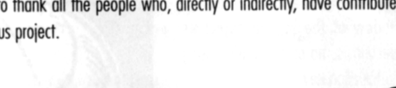
You have four keys to control the direction and acceleration of your motorcycle and a 5th that functions as clutch and brakes.
The first four keys (left, right,up, down) work as the accelerator if they coincide with the direction of the motorcycle; if not they will make it turn towards the direction pressed, and if we press the opposite key the motorcycle's speed will decrease due to the fact that the keys interact and work against each other.
To begin the race properly you must press the clutch/brakes key and at the same time the accelerator (the "up" key). As soon as the green light flashes on you must let go of the clutch/brakes. This 5th key will allow you to slow down on the curves maintaining the revolutions of your motor, and that way you can speed away from the curves by lifting up your finger from this key.
You will have to do your best when combining the five keys in order to keep your motorcycle going at the highest speeds and following the quickest patterns.

DESIGN TEAM

- GRAPHICS
- DESIGN AND MAPPING OF RACETRACKS JAVIER CUBEDO
- GENERAL ANALYSIS
- INTELLIGENT DRIVING ROUTINES PEDRO SUDON
- GENERAL PREPARATION OF CHAMPIONSHIPJOSE JUAN GARCIA (points, timing, accidents, menus)
- MAPPING AND GRAFHIC SUPPORT ROUTINES ORLANDO ARAUJO
- SYSTEM SUPPORT, SCROLL AND SPRITE ROUTINES PACO MARTIN
- COLLABORATION ON SPECTRUM GRAPHICS ROBERTO URIEL HERRERA
- PRESENTATION SCREEN DEBORAH
- COVER ILLUSTRATION FERNANDO SAN GREGORIO
- C 64 PROGRAM FERNANDO JIMENEZ, LUIS MARIANO GARCIA
- C 64 GRAPHICS RUBEN RUBIO, JAVIER CUBEDO
- ATARI ST AND AMIGA PROGRAMS MARCOS JOURON
- ATARI ST AND AMIGA GRAPHICS JAVIER CUBEDO
- ATARI ST AND AMIGA MUSIC MAC
- PC PROGRAM JOSE JUAN GARCIA
- PC GRAPHICS JAVIER CUBEDO
- PC MUSIC MAC

PRODUCED BY JAVIER CUBEDO

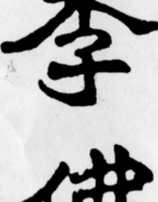
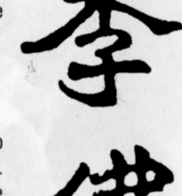
DINAMIC wish to thank Jorge Martinez "ASPAR" for his invaluable collaboration, as well as MOTOCICLISMO magazine for their help in certain technical aspects of the game.
We also wish to thank all the people who, directly or indirectly, have contributed to this ambitious project.

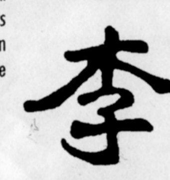
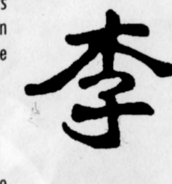
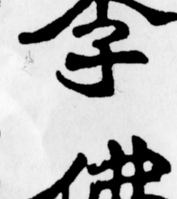


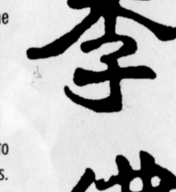
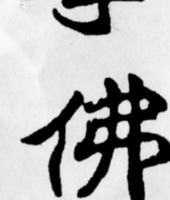


CHOY LEE FUT KUNG FU WARRIOR

In a dark region of the Far East the forces of evil rise from hell like a volcano pouring out lava and ashes upon a tiny seed about to sprout. In this place the most terrific entity ever seen on the face of the earth was born and raised under the abominable influx of the realm of darkness. This true son of the devil has come to demolish any trace of human dignity and install a despotic reign of terror. He answers to the name of Chu Ngo, "The Yellow Devil".
And in the same place where it once housed a powerful art at the service of justice, the temple of Shaolin, inside whose walls the greatest fighters of all time lived, has now been occupied by Chu Ngo and his court of ruthless scoundrels who are learning the true art derived from the Kung Fu of Shaolin that has reached our days: Choy Lee Fut.

蔡李佛

Maybe it is fate that the last hour for good upon the earth has come: Chu Ngo has taken power over the original manuscript where Chen Hueng, founder of Choy Lee Fut, carefully wrote down all the secrets of his powerful martial art. This manuscript is now a terrible weapon in the hands of evil and only the bravest among the warriors can hold it back. The manuscript of Chen Hueng must be recovered whatever the cost!!!
Ready for action???

DUMMIES.

When you start to play you will have to practise with the famous Wooden Dummies. These "Wooden Men" originate from the temple of Shaolin and are used in training for lack of a live opponent.
The main purpose of the dummies is to show the apprentice how to calculate the distance between himself and his opponent as well as centering the attack in three areas: the head, the torso, the lenghth of the body or legs. Speed is an ability that must be developed in order to get the enemy in unstable positions and knock him down.
In training the most important factors are precision, speed and the use of simultaneous techniques; therefore by practising with dummies we must keep these three elements in mind to reach the highest score possible - this will allow us to begin the fight in optimum conditions.

The dummies (or Jong in Cantonese) are the following:

CHING JONG for the fist
MUI FA DO JONG for the sword
MUI FA GWAN JONG for the spear

You will have a limited time to practise with each dummy. If you do not wish to practise you can abandon the screen by pressing ENTER.

WEAPONS.

FIST or Empty Hand.
The tremendous force generated by the movements of Choy Lee Fut come from a relaxed body. Not being contracted or tense, the apprentice can reach out and control a broader field, is much quicker (a contracted body loses speed) and has much more strength when hitting because not only the arm is used but the whole body. Nimbleness, combination of movements and correct distance are key factors for the obtainment of the maximum effectiveness when fighting.

SWORD or Dhan Do.
The animal that inspires the use of the sword is the wild TIGER because this weapon should be handled fiercely, fearlessly, like a tough and fast wild tiger, sometimes leaving (very cold bloodedly) an opening in your own guard to fool the enemy and make him attack before you strike.

SPEAR or Cheong.
The spear is like a floating DRAGON, flexible and penetrating like the spirit of this animal. Flexible because it is made from bamboo to avoid the stiffness of a wooden stick and to ensure versatility. Penetrating because its length lets you fight from a distance and you must penetrate the enemy's guard like a dragon breathing fire. The spear is the king of long weapons and between the metal tip and the stick it has a colourful tow used to distract the opponent.

SCENARIO.

The action takes place in the abandoned temple of Shaolin which has been seized by the followers of the evil Chu Ngo for training. The temple is made following a labyrinthic structure and in each room a certain type of fighting is practised. There are many ways to reach the end but it will depend on your skill and ability to get there soon or take forever.

When you finish a fight the Multiple Game will start and you will be able to add up points if you play properly. On the screen will appear a fight option and you will have to use the LEFT AND RIGHT KEYS TO SEE THE DIFFERENT OPTIONS and the key defined as FIRE TO SELECT THE OPTION.

SCOREBOARD.

On the left side of the scoreboard there are four squares with icons which symbolise the following:
KNIVES LIVES CHI POWER
Above each icon there is a number indicating how many you have.
When you are fighting you can make use of the icons by pressing ENTER and after that FIRE when the icon is lit up.
You must be alert and have good reflexes.
Each one of these options can be obtained in exchange for a certain number of POINTS, so you have to keep the scoreboard in a healthy state.
KNIVES: you can use them pressing the UP key to throw them forward and the DOWN key to throw them backward.
LIVES: You will get an extra life when you select this option.
CHI POWER: this icon gives you more power when you hit your opponent.

PROGRAM: ENRIQUE VIVES.
ADDITIONAL PROGRAMS: OSCAR VIVES. ANTONIO FREIXANET.
16 BIT CODE: ANTONIO FREIXANET.
GRAPHICS: OSCAR VIVES. PEPE SAMBA.
ANIMATION: J.A. PASCUAL OSCAR VIVES.
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(CHOY LEE FUT EXPERT). CHEN YONG FA.
(GUARDIAN OF STYLE AND FOREMOST WORLDWIDE REPRESENTATIVE OF CHOY LEE FUT).
PRODUCT MANAGEMENT: CARLOS BALDRICH.
PRODUCTION AND GAME DESIGN: ALBERT BALDRICH.



RED LINE PRODUCT
This is a totally guaranteed Red Line product with great doses of action and addictivity.
If for any reason this program causes boredom or sleepiness inform Positive immediately so that the pertinent measures can be taken.
Our special thanks to Chen Yong Fa, great-great-grandson of the founder of Choy Lee Fut, for the great human quality he has shown with his generous help in everything we have requested, and our wish that the teachings of his art extend throughout the world helping to construct a humankind for good and peace that we have all dreamt of.